

What is claimed is:

1. An electronic game having at least one mode of play, the one mode comprising:
 - inputting names of at least one player of the game;
 - posing at least one of a plurality of questions to each player of the game during the player's respective turn;
 - inputting, by the player, an answer to a posed question;
 - accumulating a score for each player based upon whether answers to the questions are correct;
 - selecting a winner based upon each player's score at the end of the game; and
 - generating a certificate data packet, the data packet being a set of instructions for use by a printer to print a certificate, the data packet including the name of the winner.
2. The game of claim 1, wherein the score is further accumulated based upon incorrect answers input by the player.
3. The game of claim 1, wherein the game has a printing device and the data packet further includes the score of the winner, said mode of play further comprising:
 - printing the name and score of the winner onto the certificate based upon the certificate data packet.
4. The game of claim 3, wherein the one mode is played a plurality of times, and said game further comprises:

collecting a plurality of the certificates from a plurality of winners; and
determining an ultimate winner based upon scores borne by the collected certificates.

5. A recording medium bearing a computer-executable game, the game having at least one mode of play, the mode comprising:

inputting names of at least one player of the game;
posing at least one of a plurality of questions to each player of the game during the player's respective turn;
inputting, by the player, an answer to a posed question;
accumulating a score for each player based upon whether answers to the questions are correct;
selecting a winner based upon each player's score at the end of the game; and
generating a certificate data packet, the data packet being a set of instructions for use by a printer to print a certificate, the data packet including the name of the winner.

6. The game of claim 5, wherein the score is further accumulated based upon incorrect answers input by the player.

7. The game of claim 5, wherein the game has a printing device and the data packet further includes the score of the winner, said mode of play further comprising:

printing the name and score of the winner onto the certificate based upon the certificate data packet.

8. The game of claim 7, wherein the one mode is played a plurality of times, and said game further comprises:

collecting a plurality of the certificates from a plurality of winners; and:

determining an ultimate winner based upon scores borne by the collected certificates.

9. An electronic signal constituting a game, the game having at least one mode of play, the one mode comprising:

inputting names of at least one player of the game;

posing at least one of a plurality of questions to each player of the game during the player's respective turn;

inputting, by the player, an answer to a posed question;

accumulating a score for each player based upon whether answers to the questions are correct;

selecting a winner based upon each player's score at the end of the game; and

generating a certificate data packet, the data packet being a set of instructions for use by a printer to print a certificate, the data packet including the name of the winner.

10. The game of claim 9, wherein the score is further accumulated based upon incorrect answers input by the player.

11. The game of claim 9, wherein the game has a printing device and the data packet further includes the score of the winner, said mode of play further comprising:

printing the name and score of the winner onto the certificate based upon the certificate data packet.

12. The game of claim 11, wherein the one mode is played a plurality of times, and said game further comprises:

collecting a plurality of the certificates from a plurality of winners; and:

determining an ultimate winner based upon scores borne by the collected certificates.

13. A method of holding a contest, comprising:

playing a game a plurality of times;

for each of the plurality of times the game is played, printing a name of at least one player who played the game onto a certificate;

collecting the certificates; and

selecting one of the collected certificates to determine a winner of the contest.

14. The method of claim 13, wherein the game is a computer-executable game having at least one mode of play, the mode comprising:

inputting names of at least one player of the game;

posing at least one of a plurality of questions to each player of the game during the player's respective turn;

inputting, by the player, an answer to a posed question;

accumulating a score for each player based upon whether answers to the questions are correct;
selecting a winner of the game based upon each player's score at the end of the game; and
generating a certificate data packet, the data packet being a set of instructions for use by a
printer to print a certificate, the data packet including the name of the winner of the game.

15. The method of claim 13, wherein said printing step includes:

printing the name and score of the winner of the game onto the certificate based upon the
certificate data packet.

16. The method of claim 15, wherein said selecting step includes selecting the winner of the contest
based upon the scores borne by the collected certificates.